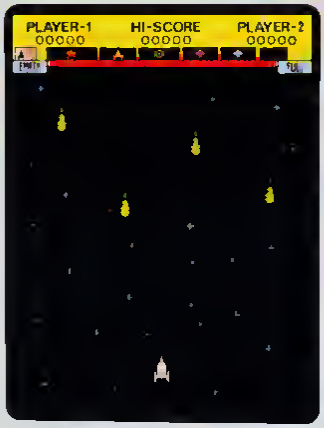
ASTRO FIGHTER

PAT-P

HERE'S AN EXITING SPACE GAME WHICH WILL KEEP YOU ON THE TIPS OF YOUR TOES.

Power Supply AC115, 220 240V±10%
Power Consumption／120w(AC100V) ●TABLE 55W(AC100V)
Game Cost／Adjustable
Dimensions(mm)／W×D×H=620×890×1700
●TABLE=830×560×600～680
Cash Box Capacity (2,200coins of Yen ¥100)
CRT ／20 colour ●TABLE 14 colour



1. The player's space-rocket appears at bottom of screen facing oncoming yallow meteorites which, if not avoided, will destroy the rocket.

At the top of the screen is the player's rocket's fuel gauge. As the play proceeds a blue line will appear below it to show your fuel usage. As you cannot refuel until you have destroyed all 5 sets of enemy, you will need to watch your fuel indicator carefully as play proceeds.

2. After an initial onslaught of meteorites, 11 enemy planes will appear in formation at the top of the screen.

The enemy will move from side to side in formation and will fire to the front or to both tha left or right sida. They will steadily move closer to your rocket, and as you destroy enemy planes, tha remainder's movament will become faster.

5. Your next enemy will number 15 craft and will appear in formation as shown

6. Now, when you have destroyed all 15 craft of the previous enemy, a space lane is formed on screen along which it seems your rocket is travelling. The lane is lined with poles that glitter and change colour. Suddenly at the far end of this lane tha space master appears.

The mastar's body expands and contracts as it moves across the screen and back again firing tarrible missiles forward or to left or right at random.

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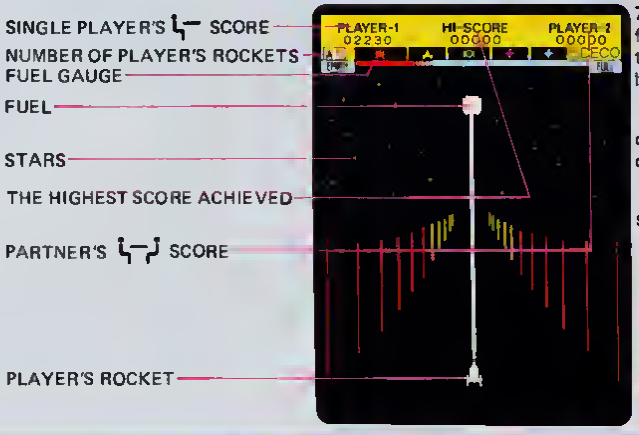
3. If an enemy does get past your rocket and reaches the bottom line, the original group will appear again irrespective of how many you had already destroyed end, in addition, your rocket will be moved a step closer to the enemy.

After destroying all of the first formetion of enemy, a new formetion of 12 planes in 2 lines will begin an attack.

4. After destroying all of the previous enemy, you will now face a further enemy of 12 whose craft will appear at random, not in formetion.



7. During this play, your rocket does not move forward from base line, and you must be careful to hit the master in the eye as it can not be killed by a hit elsewhere.

You will notice that your fuel is becoming dangerously low and in order to refuel, you must destroy the master.

Once destroyed, a fuel pipe will appear on screen and link with your rocket, refueling it.

8. After refueling, you will return to the first play, however this time you will find the enemy's firepower greatly increased and the meteorites more numerous.

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